

DUST.BIN

THE Newsletter FOR Dedicated Users of ST's

EDITOR
Mike Glenn

DUST BIN is published on a semi-regular basis (usually bi-monthly). The opinions in this newsletter are the author's and DO NOT necessarily reflect that of DUST. All articles submitted should be sent to the address on the front cover and should be in 1ST Word, ASCII, or Publishing Partner format - Single OR Double sided Disk.



Telephone: (702) 452-0989

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In This Issue

OCTOBER 1987

PAGE

- 2 CHARTPAK by ABACUS
A PREVIEW by Mike Glenn
- 3 Best Public Domain Software
- 4 Bits, Bytes, and Bugs
- 5 DUST News
- 5 New Software Releases
- 6 ST MOUSEBALL
A Review by Michael K. Clark
- 7 DESKCART!
A Review by Frank Cohen
- 8-13 DUST Disk Listing from 1-57

The Official DUST

BBS is - WILDLIFE

Telephone No. 645-7570

300 / 1200 / 2400 Baud
Operating 24 Hours
(Except for Maintenance)

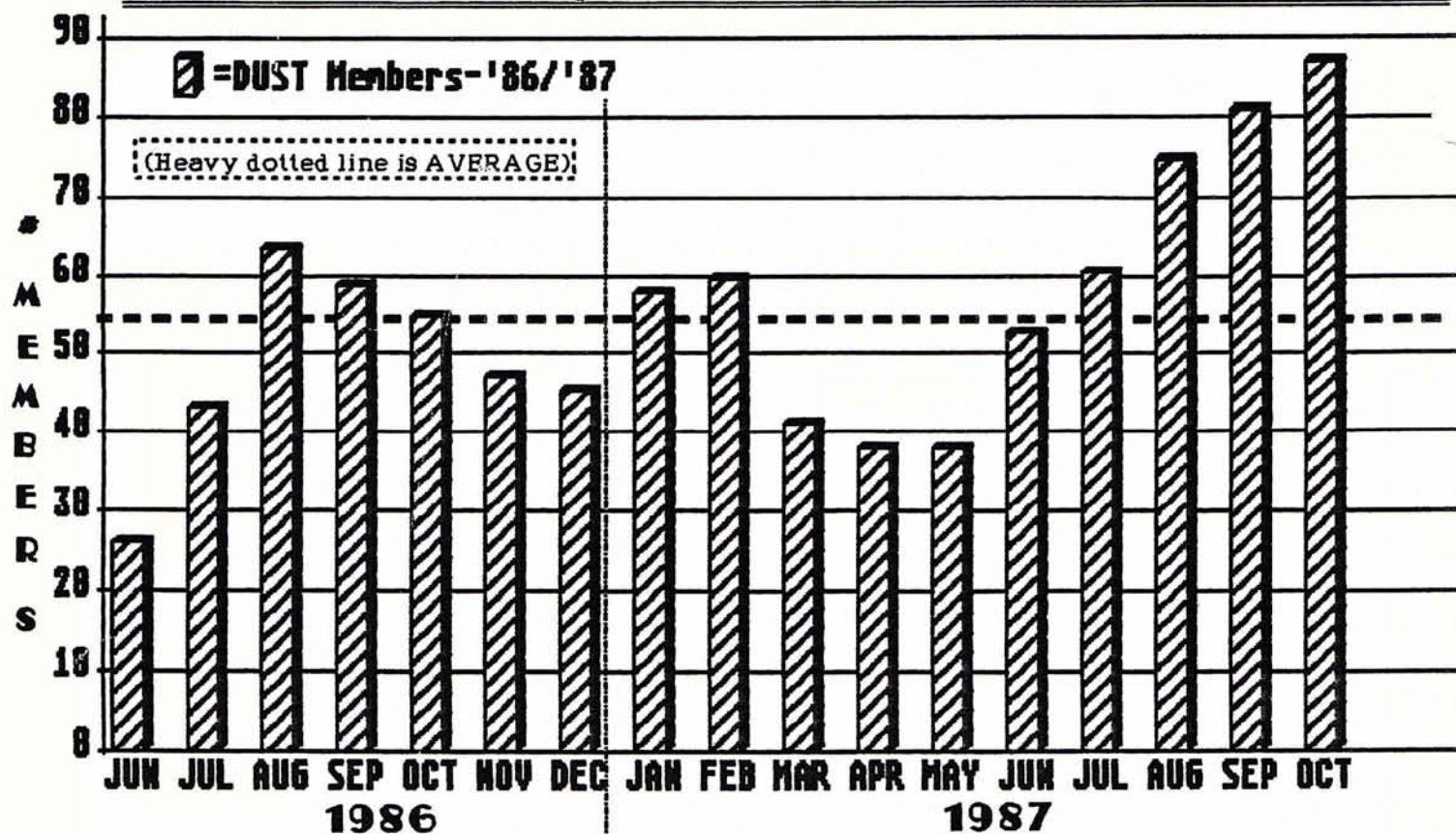
Most SIGS are
Open To The Public

WIZOP: Ed Malklewics



DUST BIN. is Designed and Produced With Publishing Partner from **Soft Logik Corp.**

DUST Membership from June 1986 to October 1987



(NOTE: DUST members are dropped from the rolls if they miss 5 meetings in a row.)

CHARTPAK by ABACUS software

A PREVIEW by Mike Glenn

PRICE: \$49.95

ADDRESS: P.O. Box 7219, Grand Rapids, MI 49510

FUNCTION: Create Presentation Graphics with 11 different chart types.

REQUIREMENTS: 520 or 1040 ST - COLOR OR MONO. (ALL 3 RESOLUTIONS SUPPORTED)
Program is NOT copy protected.

As stated above, this is a PREVIEW and not a REVIEW. The difference is that I really haven't had it long enough to do it justice. My initial impressions of the program are very positive, and it seems to fill a gap in low cost usable software for the ST. CHARTPAK will not be for everyone, but if you have a need to make presentation graphics it will become indispensable. It is a welcome addition to the body of ST software available.

CHARTPAK was ready (and easy) to use right from the start. It comes with demos on the disk and (what appears to be) a well thought out tutorial within the documentation. It is nicely packaged, with everything included in a three-ring binder, which lays open flat on the desk (a very big plus). What follows are initial features noted (This list is NOT meant to be all-inclusive (just observations)).

*** FEATURES ***

- 1.) NOT copy protected (works from hard disk)
- 2.) Ability to import data from spreadsheets, databases, or word processors (ASCII Format)
- 3.) Data may be input directly from keyboard.
- 4.) Graph may be saved in DEGAS picture format, so it may be imported into and used by any software compatible with this format (notice the graph above?).
- 5.) Ability to import DEGAS P1? & BL? pictures into graph to use as background.
- 6.) Multiple chart types, including; vertical graph, horizontal graph, vertical area, horizontal area, vertical 2D bar, horizontal 2D bar, vertical 3D bar (above), horizontal 3D bar, xy-line, & pie chart (along with additional variations)
- 7.) Draw up to 4 charts or graphs on one page, size and position each one independently.
- 8.) Printer OR Plotter output supported.
- 9.) Data MATH function allows charting of derived data including average, exponential smoothing, least squares, and more.

These are just a few of the functions but it gives you an idea of the power of CHARTPAK. CHECK IT OUT AT YOUR FRIENDLY LOCAL RETAILER! If you have needed a chart & graph program in the past, CHARTPAK should fill the bill.....Mike.....

BEST PUBLIC DOMAIN SOFTWARE / 1987

The following is a download from GENIE BBS. It is a continuing conversation of what folks on the Atari ST SIG feel are the best Public Domain programs on the 'bit stream' so far. Remember, these are personal feelings, but will give you an idea of others' thoughts on the subject. (comments HAVE been edited...ED.)

Best of public domain? Hmmm....I think that Monopoly is the #1 game in PD, with Megazone and a few others trailing behind. Rambuffer is my printer buffer of choice, and RDISK.PRGM the ram resettable one, is my favorite Ramdisk. I like the Tiny utilities.

What about UNITERM? Blows away most COMMERCIAL emulators on ANY computer. Just ask Digital themselves, they consider it one of the 10 best emulators for any machine, and I love Picswitch....

Monopoly gets my vote for a game with DGDB.PRGM being close behind. DCOPY gets my vote for best PD utility, and YARD for the best ramdisk program. Don't neglect DSLIDE as the best slideshow program.

I agree with Monopoly as being #1 PD game...but rank Wheel of Fortune as a VERY close second. Also, although DSLIDE is a VERY NICE picture viewer, PICSWITCH gets my vote as the best picture utility.

There's also PUZZLE PUZZLE, a program in which you try to put together pieces of very well drawn puzzles, and Krabst, a very good, flexible chess program. Both run Monochrome only. POOLMONO is also very good.

PICSWITCH and DCOPY are two utilities I use every day--fast, reliable, and useful. And of course I am using UNITERM to send this message.

I'll cast 1 vote for TINYVIEW/TINYSTUFF and PICSWITCH. And, if it's possible, I'd like to cast a -negative- vote for Monopoly. It's a wonderful concept, but it cheats like crazy. It's my own humble opinion that 2 of the computer players, Andy and Betty, are having an affair and conspire to cheat the human player unfairly.

I vote for STWriter, not perfect but a really good word processing program, not too hard to use adequately, and able to do any kind of document I've tried.

I vote for Wheel of Fortune because it's the only PD game the kids (own & neighbors) use over and over.

I think you might be interested in a hard disk backup utility called Turtle. George Woodside wrote it and I've been using it for about 6 months now with no problems.

I used to use Turtle, but got tired of backing everything up every time.. now I use BUP (or HDBACK, or whatever it's called here. Better than any commercial product (that I've seen, which is most).

Don't you use the archive version of TURTLE. It does work. Set it and only backups up those that the archive bit was not set on. TURTLE is up to version 2.15.

I know we have to be careful to differentiate between fully Public Domain programs, and Shareware programs, where the author requests that if you use his freely distributed program that you send him some amount of money, but I think some of the best software for the ST today is available this way... specifically, I think these three Shareware programs are among the BEST.. The TinyStuff system by Dave Mumper, The Picswitch utility by John Brochu, The ARC utilities and DCOPY by Ralph Walden. These have probably done more for the ST, and ST users than a lot of the commercially available software!

In my opinion ST Writer is the best utility I use. I use it a few hours a day and cannot see what life on the ST would be without it. There aren't any other decent word processors for it! Coming close second is Dcopy, which could be a bit more friendly. Gamewise Monopoly is definitely #1.

#1 in my book in the game department is Wheel of Fortune. I like word games and the idea that I can add to it is a plus. I can play a new game just by using all the puzzle files that have been uploaded. Thanks to the many users, I do not have to play the same game over and over. Monopoly comes a close second. It would of been #1 if I could play another human vs having to play computer pals only. Those guys love to exclude you. I get the feeling that it is them against you.

Picswitch is awfully nice, if we're allowed to include shareware. So is the new Looker program. Both are very useful in changing picture formats around.

Uniterm for many, especially here at the university is the ONLY program they can use. Being the BEST terminal emulator, it is a MUST have that has allowed the ST to enter the Vax Terminal market as a low cost terminal. Something Flash and no other commercial program has been able to offer effectively...(sp)

Can't agree with you Lloyd, Arc and Arcshell take up MUCH more space than DCOPY191 and don't do as much and don't do what they do as quickly or as easily.

Uniterm is the BEST Terminal emulator, period. If anyone can name a better one, please do. Flash does not count, its primitive VT100 emulator can barely make it into my vax, much less into Vax Notes.

DCOPY has been too buggy for me to use..I hate that insecure feeling. I personally use ARC and a fantastic shell I got from Michtron's forum here. It's either file #652 or 562 or something like that. It's great..only about 5K.

Uniterm - the WordStar of telecommunications..good for VT100 but not for constant use in my mind.

But for free it's wonderful...there are \$300 IBM programs that can't emulate as well as Uniterm.

I too enjoy Arc with an Arcshell that I got from somewhere....I too had probs with DCOPY and rather than work them out stuck with what I had....such is life.

I've had DCopy mess up too many times to trust it. I'll stick with ARC and ARCSHEL2. Yes DCopy is fast and compact but that doesn't matter if it ain't dependable. And as far as UNITERM, how many of us need VT100 emulation. It probably is the best emulator around but it lacks when it comes to plain 'terminaling'.

--- THE END ---



BITS, BYTES, & BUGS



ATARI IS BUYING FEDERATED GROUP

(ARTICLE COURTESY OF FRANK COHEN)

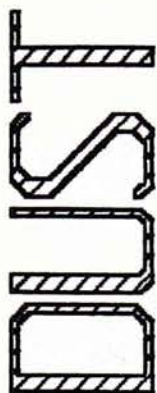
Atari has agreed to buy the *Federated Group* retail chain for \$67.3 million dollars according to an article in the Los Angeles Times. The purchase of Federated Group is expected to give Atari a network of 65 consumer electronic stores in California, Arizona, Texas and Kansas.

Federated Group has been experiencing growing pains since a rapid expansion began in 1984, when it only had 20 stores. Other problems are attributed to fierce competition in Southern California particularly from the *Circuit City* chain and a lagging Texas economy. Federated was forced to restructure its \$48 million line of credit in May with a group of banks led by Security Pacific National Bank after posting a \$895,000 loss in the first quarter ending May 31. Overall sales have increased 2% to \$91.1 million.

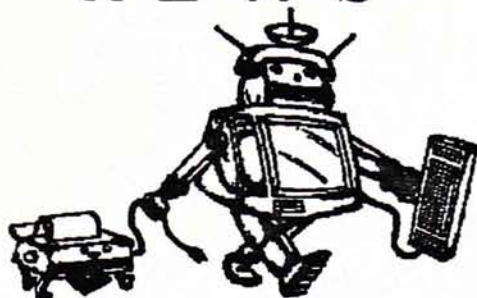
Gaining retail space for its line of personal and entertainment computers has become a major problem for Atari since its buyout from Warner communications by Jack Tramiel in 1984. Many U.S. retailers have shunned Atari's product line, apparently in part because they were hurt previously by the collapse of Atari's video game business.

Once again, Atari Corp. has asked DUST to provide member to assist in the set-up, running, and teardown of their booth at COMDEX this year. Linda has a tentative schedule made out and if you would to submit you name for possible inclusion, please give her a call at 452-0989. Let her know what hours and days you will be available. We are limited to the number of badges that will be issued to DUST members so get your requests in immediately. We only have a few time periods remaining to fill.

We have also been asked to provide assistance in the ISD Marketing booth this year (They are the makers of VIP Professional). If you have expertise or desires in this area let Linda know this too. Not sure how many people will be needed for this.



NEWS



DATELINE: LAS VEGAS

Average attendance for the last five meetings has been 41 members!! We attribute this rise in participation to the great company our members keep, members and local merchants 'getting the word out' to perspective members, the rising sales of ST's in the local Las Vegas area, and possibly because we charge **NO** dues period! If you know someone that would be interested, bring them along with you to the next meeting. I'm sure They'll benefit from our members collective expertise, and their experiences will add to the body of group 'corporate knowlege'. Everyone WINS!

Charlie Postle recently donated five 'DISK FILES', that hold 35 - 3 1/2" disks. We used them for door prizes (they're all gone) which pleased everyone (especially the members that won them). So here's a **BIG THANKX, CHARLIE.**

Sven Nilsson has a whole pile of newsletters from other clubs around the nation (and Canada) that are available for members to check out from meeting to meeting. Next meeting why not get with Sven and get a package of the newsletters to read. There's a lot of information available, **FREE**, and just one more benefit of being a **DUST** member!

Dedicated Users of ST's

MEET: 1st & 3rd Tuesday of each month
TIME: 7:00 to 9:00 P.M.
WHERE: East Charlston Branch Library
(Fox Theater/American Furniture Shopping Center)
DUES: NONE
WHO: YOU
WHY: To disseminate information, share experiences & ideas, and to provide mutual assistance on the 16-bit Atari ST systems.

COME AND JOIN US

NEW SOFTWARE RELEASE

(REPRINTED FROM THE "AUSTRALIAN GAZETTE" VIA THE "GRASP GAZETTE".

The following programs will soon be available from the new software importing company **MOBEXIA**. Prices start from \$A 219.99 and will be unprotected.

SELF IMPROVEMENT

- Creative Suffering
- Overcoming Peace of Mind
- You and Your Birthmark
- Guilt Without Sex
- The Primal Shrug
- Ego Gratification Through Violence
- Molding Your Childs Behavior With guilt & Fear
- Dealing With Post Realization and Depression
- Whine Your Way To Alienation
- How to Overcome Self-Doubt Through Pretence and Ostentation

BUSINESS AND CAREER

- I Made \$100 in Real Estate
- Money Can Make You Rich
- Packaging and Selling Your Child
- Career Opportunities in El Salvador
- How to Profit From Your Own Body
- The Under Achievers Guide to Very Small Business Opportunities

HOME ECONOMICS

- How to Convert Your Family Room Into a Garage
- Cultivating Viruses in Your Refrigerator
- Burglar Proof Your Home With Concrete
- Sinus Drainage at Home
- Basic Kitchen Taxidermy
- 1001 OTHER Uses for Your Vacuum Cleaner
- The Repair & Maintenance of Your Virginity
- Converting a Wheelchair into a Dune Buggy
- What to Do With Your Conversation Pit

HEALTH AND FITNESS

- Creative Tooth Decay / High Fibre Sex
- The Joys of Hypochondria
- Prospecting For Naval Lint
- Suicide and Your Health
- Understanding Nudity
- Tap Dance Your Way to Social Ridicule
- Optional Body Functions

CRAFTS

- Self-Actualisation Through Macrame
- How to Draw the Genitalia
- Needlecraft for Junkies
- Cuticle Crafts / Use Those Discarded Clippings
- Gifts for the Senile That YOU Can Make
- Bonsai Your Feet
- Rearranging Your Mate

EDITORS NOTE: It is not Known at the time of printing if these will be available in the U.S. Watch your local retailers shelves.....Mike.....

ST MOUSE BALL

REVIEW

Hardware Review By:

Michael K. Clark

From: E. Arthur Brown Co.

The ST Mouse Ball is a *trackball* input device that replaces your mouse. A trackball looks like an upside-down mouse. It consists of a large ball mounted in a box, with two buttons corresponding to the left and right mouse buttons. The ball is mounted so that it rolls freely in all directions. The trackball has actually been around longer than the mouse. It was developed more than twenty years ago, for use in Air Force radar systems.

To use a trackball, you roll the ball with your fingers, instead of sliding the mouse around on your desk. The mouse pointer moves in the same direction that you roll the ball. The trackball also has two buttons, corresponding to the left and right buttons on your mouse. The button corresponding to your left mouse button is much larger than the button corresponding to the right button, so you can easily tell them apart.

A trackball has one VERY large advantage over a mouse. It requires much less desk space to use. My trackball will fit into any space more than six inches wide and five inches deep. The unit stands about two inches tall. If you have a limited amount of space on your desk, this feature can be very useful.

The trackball and the mouse

perform the same function in any GEM program. You use them to point to an object and select it by clicking or double-clicking, or use them to click-drag an object around on the screen. For simply selecting objects, the mouse and the trackball work equally well. However, for dragging objects around, and especially for dragging a LOT of objects around, the trackball can be a bit awkward to use. To drag objects with a trackball, I either have to hold a button down with my index finger and roll the ball with my little finger, or cheat and use both hands. You definitely have to practice in order to drag objects easily and precisely. For word processing or program development, the trackball is very useful. I used it with First Word to write this review. For drawing programs and games, you may have to try both your trackball and your mouse to find the best input device.

The ST Mouse Ball is very well made. The ball is actually a standard pool cue ball, supported by two large steel rollers and a pressure wheel. The rollers are mounted in ball bearings. The ball turns with effortless ease, with no signs of binding or friction. A trackball is more resistant to dirt build-up than a mouse, and should rarely have to be taken apart and cleaned. If necessary, the unit can be easily disassembled for cleaning and maintenance.

The ST Mouse Ball costs \$29.95. It is available by mail order from **E. Arthur Brown Co.**



(c) 1987 by Frank Cohen
President, Regent Software

A small package arrived for me today. A cartridge for my Atari ST computer filled with tools and utilities that promised to make my life easier, and solve the world's problems. Well, maybe not all of them.....

The DeskCart! is a cartridge that plugs into an Atari 520ST & 1040ST computer. A special disk file, included with DeskCart! is added to the system boot file, which makes DeskCart! come alive when the system is turned on. The results: 14 desk accessories are automatically loaded and available for use.

Desk accessories started with the Macintosh as a way to implement a method of running more than one program at once. Using an accessory makes it possible to use smaller application programs from within a larger application. For example, THUNDER is a spelling checker desk accessory that can check for mis-typed words while a word processor is being used.

The Atari ST is rapidly becoming the "common man's computer", putting an emphasis on ease of use. Developing desk accessories is not a difficult task for a computer programmer, so a large library of desk accessories has become available at little or no cost. Such things as a word processor, notepad, ramdisk, communications, and appointments accessories are easily gotten from the large library of "public domain" software. (See *DUST Disk List*, this issue - ED.)

There are two problems with using desk accessories. The Atari ST is limited to six slots into which a desk accessory is loaded. When the system is turned on, the desk accessory files are loaded which causes long periods of thumb twiddling before the GEM desktop appears. DeskCart! eliminates both of these problems by putting 14 of the most popular desk accessories into a cartridge. When the system is turned on the accessories are instantly loaded from the cartridge. All fourteen accessories occupy only one of the six possible desk accessory slots.

DeskCart! solves the six accessory limit by using its own system of calling up the fourteen accessories. To call up the DeskCart! menu, the mouse is moved into the left most drop-down menu. One of the six desk accessories shown is named DeskCart!.... Clicking on this choice causes a secondary drop-down menu to appear showing the fourteen accessories available.

The DeskCart! includes the following:

- | | |
|--------------------------------|--------------------|
| 1.) Calendar | 2.) NoteBook |
| 3.) Card File | 4.) Calculator |
| 5.) Typewriter | 6.) Address Book |
| 7.) VT-52 Terminal | 8.) Print Spooler |
| 9.) Keyboard Macros | 10.) Control Panel |
| 11.) Screen Dump | 12.) Ramdisk |
| 13.) 2 Memory Test Accessories | |

The collection is quite complete and each accessory seems to function pretty much as one would expect.

The notebook program is a small text editor that uses the mouse to load, save, print, and erase small messages. Each note can be seventeen lines long and about thirty characters wide. The notebook also allows you to keep up to twelve pages of notes. You may use the mouse to drag the notebook window around the screen.

The DeskCart! control panel contains the same functions as the normal GEM control panel, but is much easier to use. It has all the usual controls. The control panel also has the ability to save, then load your new parameters, avoiding having to return to the desktop to select SAVE DESKTOP as is the case with the GEM control panel.

Keyboard Macros allow you to type one or two keys and the system types a preset word or sentence. This is not very useful because, in this application, you are limited to UPPERcase only. Once set, a macro is called by using the <ALT><SHIFT><A-Z key> combinations. This is a clumsy user interface and should have been better developed.

The DeskCart! seems to do what other multi-accessory products don't: Provide instant access to desk accessories without crashing the system or hogging memory. DeskCart! is a well made product that brings added utility to your Atari ST at a modest cost.

Used with permission from and thanks to;
Frank Cohen

DUST DISK LIST as of 15 OCT. 1987



DUST DISK #1 -- ST art in '.TNY' Format (28 PICTURES)

TINYSTUF.PRG ALOHA.TNY BABE.TNY BULLY.TNY COUNTACH.TNY
TINYVIEW.PRG DIRE.TNY FAUCET.TNY GARFIELD.TNY GORILLA.TNY
DESKTOP.INF MEADOW.TNY MOON.TNY NEWSCAST.TNY OCEAN.TNY
DISK_ONE.DOC PORSCHE.TNY SATURN.TNY SHIPS.TNY SHUTTLE.TNY
SPHERE.TNY SPHERES2.TNY STARDEMO.TNY STLOGO.TNY
TESTMAP.TNY TWEETY.TNY USAMED.TNY WALL.TNY WATERFAL.TNY
WHEELS.TNY WY SOCK12.TNY ZBUGS.TNY

DUST DISK #2 -- Mainly UTILITIES

2_READ.ME COMMAND.DOC COMMAND.TOS CONTROLL.ACC
DESKTIPS.TXT DESKTOP.INF DIRECTRY.TXT DRVEDIAG.TOS FDI.DOC
FDI.TOS FORMTCOPY.PRG INTRAM.ACC INTRAM.RSC JUN_NEWS.TXT
KEYBOARD.TXT MAY_NEWS.TXT MAZEMAKR.TOS MODULA2.TXT
PRINTDIR.PRG PRINTDIR.RSC SECED.DOC SECED.PRG SNAPSAVE.TOS
SNAPSHOT.DOC SNAPSHOT.TOS SPEEDCHK.TOS STAR.TOS
STFACTS.TXT TINYBAS.DOC TINYBAS.PRG TOLLFREE.NUM

DUST DISK #3 -- ST art in '.TNY' Format (25 PICTURES)

DISK_3.DOC ARCHON.TNY AUSTPOST.TNY AUSTRAL.TNY CARDS.TNY
TINYSYUF.PRG CAREBEAR.TNY CATS.TNY CHRISTIE.TNY COYOTE.TNY
TINYVIEW.TNY DAFFY.TNY DDCASTLE.TNY ESCHER.TNY EYES.TNY
FISH.TNY HERO.TNY KLINGO.TNY LASER.TNY MILL12.TNY
QUESTEND.TNY RIP.TNY ROADRNR.TNY SHERIFF.TNY STPIC.TNY
VEGEMITE.TNY WIZARD.TNY YOGI.TNY

DUST DISK #4 -- ST art in '.TNY' Format (27 PICTURES)

TINYSTUF.PRG ASTRONOT.TNY CLOCK.TNY CLOWN.TNY
CONVERT.TNY TINYVIEW.PRG CORVETTE.TNY DDCAR.TNY
FLIGHTCL.TNY FRUITCOL.TNY GHOSTBUS.TNY HEMAN1.TNY K9.TNY
KTURNER.TNY MMTUBE.TNY MONALISA.TNY MORGAN.TNY
MOTHER.TNY NTERPRIZ.TNY ODIE.TNY OPUS.TNY PENGY.TNY
PLANETS.TNY ROBOT.TNY RRWILEY.TNY SUPMAN.TNY THIEF.TNY
WATERGAL.TNY WHOBOX.TNY

DUST DISK #5 -- Games and Demo Programs

NUMBER_5.DOC BG.BAS BREAKOUT.ACC CALCULTR.ACC CELEST.DOC
CELEST.PRG CRIBBAGE.BAS CUBE.PRG DESKTOP.INF
DISKCOPY.PRG NEO6.PRG PUZZLE.ACC SCORE4.PRG SOUND.PRG
STBATTLE.TOS SURFACE.PRG TITLE.BAS TWOGAMES.PRG
VDISAMP.BAS VOLUME.PRG WILDER.PRG

DUST DISK #6 -- ST art in '.TNY' Format (25 PICTURES)

TINYVIEW.PRG ALIEN.TNY BANANAI.TNY CHRISTIE.TNY COPPER.TNY
COPPER.TNY COTTAGE.TNY F16C.TNY GADGET.TNY HENDRIX.TNY
HORSES.TNY JUKEBOX.TNY KIRK.TNY MARILYN.TNY MENSA.TNY
MIRANDA.TNY TTERNNS.TNY PLANE.TNY REAPER.TNY SGOST.TNY
SHIP1.TNY KE.TNY SPY.TNY STORM.TNY TIMECRYS.TNY
TOUCAN.TNY XMAS_MAC.TNY

DUST DISK #7 - PROFESSIONAL GEM PROGRAMMERS SERIES TEXT & SOURCE

16DL3BRO.TXT GEMCL10.C GEMCL11.C GEMCL13.C GEMCL15.C
GEMCL2.C GEMCL3.C GEMCL4.C GEMCL5.C GEMCL6.C
GEMCL9.C SIGGEM01.TXT SIGGEM02.TXT SIGGEM03.TXT
SIGGEM04.TXT SIGGEM05.TXT SIGGEM06.TXT SIGGEM07.TXT
SIGGEM08.TXT SIGGEM09.TXT SIGGEM10.TXT SIGGEM12.TXT
SIGGEM13.TXT SIGGEM14.TXT THISDISK.DOC TIMREPLS.TXT
STARRAID.DOC

DUST DISK #8 -- ST art in '.TNY' Format (25 PICTURES)

TINYVIEW.PRG AFTBURNE.TNY ARMOUR.TNY BLIZZARD.TNY
CHESS.TNY CHEVAL.TNY CLIPART1.TNY COLORSCO.TNY DINER.TNY
DRAGON.TNY DRAGON2.TNY DUCKDODG.TNY EASYLO.TNY
EXPRESS.TNY FLOPPY.TNY JOKEY.TNY LAKE.TNY PLANE1.TNY RIO.TNY
SILENT1.TNY SKULL.TNY SPY2.TNY SURFER.TNY TAKEONME.TNY
TRAIN1.TNY ULTIMA.TNY TINYSTUF.PRG

DUST DISK #9 -- ST art in '.TNY' Format (28 PICTURES)

BACTIWAR.TNY BCINTRO.TNY BC1.TNY BC2.TNY BC3.TNY BC4.TNY
BC5.TNY BC6.TNY BC7.TNY BEAGLE.TNY BICYCLE.TNY CLOGO4.TNY
COMMIE.TNY EAGLE.TNY EINSTEIN.TNY FANTASIA.TNY FERRARI.TNY
FORSCITY.TNY GALACTIC.TNY GEISHA.TNY HARLEY.TNY HITECH.TNY
MOUNT.TNY PERSIAN.TNY POPEYE.TNY SETFINAL.TNY SKINDIP.TNY
SNOOPY.TNY TINYSTUF.PRG TINYVIEW.PRG

DUST DISK #10 -- UTILITIES and LANGUAGES

DUST_10.DOC DUMP.DOC DUMP.TTP EZSQUEEZ.PRG FONT.TOS
MASH.DOC MASH.RSC MASH.TTP MEGMODP1.TXT NEOFUN.PRG
NEOFUN.RSC PI3CONV.PRG PICSW6.DOC PICSW6.PRG RLE2DEGA.PRG
RLE_PREV.PRG ROTATE.DOC ROTATE.PRG RTX.TOS SPIRAL.PRG
VIDTEX.DOC XLISP.DOC XLISP.TTP

DUST DISK #11 -- HACK (Version 1.03)

HACK103.TTP HACK103.TXT HACK103.CNF HACK103.CNZ HACK103.DOC
HELP HH RUMORS RECORD DESKTOP.INF

DUST DISK #12 -- A MIXED BAG

[AUTO BICLOCK.PRG][PAWNDEMO.MS --- BRIDGE.NEC PAWNDEMO.TOS
REVIEWS.BAK STONWAY.NEC DEVIL.NEC PERSP.NEC REVIEW.TXT
WIZ.NEC GURU.NEC PRINCESS.NEC SCRIPT.TXT] ATARI.NEO
COMPFONT.FNT HIGH.PRG LOW.PRG OUTLIN1.FNT BICLOCK.PRG
CONTROL.ACC HI_REZ_1.FNT NEO_V9.PRG RDC_VER2.TOS
BLUEDESK.ACC DESKTOP.INF HI_REZ_2.FNT OLDENG.FNT
RDC_VER2.TXT CALENDAR.ACC FONT.ACC HI_REZ_3.FNT
OLDSTYLE.FNT STYLISH.FNT

DUST DISK #13 -- MORE UTILITIES / EDITOR-ASSEMBLER / DELUXE PIANO

ARCSHELL.PRG ARCSHELL.RSC ARC.DOC ARC.TTP ARC.TXT
ARCM.TTP ARCX.TTP ARC.MSG.TXT COMMAND.DOC COMMAND.TOS
DIXPIANO.RSC PIANO.PRG ENCRYPT.PRG GENST.PRG GENST.RSC
MD1M.DOC RAMDISK1.PRG STCLEAN.DOC STCLEAN.PRG
STSCOPE.TOS DESKTOP.INF ACCSTART.S APSTARI.S GEMS.S
GEMSTART.S STERM.S

DUST DISK #1 -- ST art in '.TNY' Format (38 Pictures)

5150.TNY AMIGAPICTNY ANDREA.TNY BALLET.TNY BATMAN.TNY BUZZARD.TNY BWING.TNY CAPNOPUS.TNY CORE.TNY DIVER.TNY DOGFIGHT.TNY DONALDD1.TNY DONALDD2.TNY F15.TNY FATBROAD.TNY FLAMINGO.TNY HEADROOM.TNY HITCHIK.TNY JOKE.TNY KILLER.TNY KITCHEN.TNY MIAMIMIC.TNY MISSMAY.TNY MMADNESS.TNY MOUSE.TNY NASA.TNY OLDHOUSE.TNY OPUSBILL.TNY PARROT.TNY PIPEORG.TNY POGO.TNY REBELS.TNY RITZ.TNY ROSE.TNY SHIPFIRE.TNY STEALTH.TNY WASP.TNY XMASOPUS.TNY TINYVIEW.PRG

DUST DISK #15 -- 31 Different DESK ACCESSORIES + .ACC Loader

ACGLOAD.DOC ACGLOAD.PRG DESKTOP.INF BLUEDESK.ACX BREAKOUT.ACX CALC.ACX CALENDAR.ACX CLI.ACX CLOCKS.ACX CRAB.RSC CRAB.ACX DIRPRINT.ACC DISKMAN.ACC EMULATOR.ACX FONT.ACX FREERAM.ACC HEX_CALC.ACC INTRAM.ACC INTRAM.RSC INTRAMDK.ACX INTRAMDK.RSC MINOS.ACX MITE.ACX NOTEPAD.ACX PUZZLE.ACX RAMDISK.ACX RASTCALC.ACX SCRUMP2.ACX SCRENOFF.ACX SNAPSHOT.ACX SPOOL.ACX TI59.ACX TI59.RSC TIMEDATE.ACX TINYTOOL.ACC TINYTOOL.DOC WATCH.ACX WORD400.ACX WORD400.DOC WRDCOUNT.ACX

DUST DISK #16 -- GAMES

[ADVENTUR.SYS ADVCOM.TTP ADVINT.TTP ADVSYS.DOC] [DRAGON.GAM DRAGON.HS DRAGON.PRG] [JOUST JOUST.PRG JOUST.WEB] [NIGHT WORMS NIGHT.DEF NIGHT.DOC NIGHT.PRG NIGHT.RSC] PONG.PRG SUPERBOX.TOS TARGET2.PRG YAHTZEE.PRG

DUST DISK #17-CP-M 2.2 EMULATOR / TOS FORMAT STARTUP DISK

(Must be used with DUST DISK #18)

[AUTO MAC_MENU.PRG] CPM_Z80.TOS CPM22_ST.DOC CP_M.DLL EMU.TXT MAKE_CPM.TOS FDCOPIER.DOC FDCOPIER.INF FDCOPIER.PAS FDCOPIER.PRG MAC_MENU.TXT HOTLIST.BBS LOCAL.BBS MEMTEST.DOC MEMTEST.PRG STLIST.TXT NSWP207.DOC NULU.DOC STCPMDOC.TXT STSPEECH.TXT STSPEECH.TOS

DUST DISK #18 -CP-M 2.2 EMULATOR / CP-M FORMAT UTILITY DISK

(Must be used with DUST DISK #17)

@.COM CRCGEN.COM ED.COM INIDSK.COM NULU.COM READ.COM TOSCPM.COM XSUB.COM CRUNCH.COM EDTKEY.COM MBAS504.COM SCOPY.COM TOSDIR.COM ZSID.COM DDTZ.COM NSWP207.COM PIP.COM SETKEY.COM UNCR20.COM CPMTOS.COM INIDIR.COM STAT.COM COMPRESS.TXT NULU.DOC EMU.TXT NSWP.DOC ZSYSTEM.INS ZSYSTEM.IQS DEFAULT.KEY WS.KEY READ.ASM CPMDATA.DAT

NOTE: This is a CP-M formatted disk and will ONLY work after running DUST DISK #17 and entering into the CP-M 2.2 Emulator.

DUST DISK #19 - SHINY BUBBLES DEMO / RINGBALL DEMO

READ.ME SB.PRG SB.D8A RINGBALL.PRG

DUST DISK #20 - ST Art in '.TNY' Format (39 pictures)

BILLCAT.TN1 BIRD.TN2 CADROCKT.TN1 CARWASH.TNY CASOFKNG.TNY CAT.TN2 CATSLO.TN2 CHALLE.TN1 CHEERS.TN4 CHEQUE.TN2 CHERYL.TN2 COLORCAR.TN1 COMPUTER.TN2 CONAN.TN2 CONTOUR.TNY DEELAH.TN1 DEMON.TNY DERRIERE.TN2 DINER.TN4 DIRDIR.TN1 DISK.TN1 EXP.TN4 F15.TNY FIRESTART.TNY GALELI.TN1 GARDEN.TN2 GEISHA_C.TNY GONEFISH.TN2 GREETIN.TN2 HOG.TNY HOWARD.TNY INDIAN.TN1 JUMBODOG.TN1 KOALAAD.TN2 LETTER2.TN4 MADONNA.TN2 MICKEY.TN2 MONUMENT.TNY STLOG42.TN1 TINYVIEW.PRG

DUST DISK #21 - More Demo's + updated ARCSHELL.RSC

[ARCSHELL.NEW \ ARCSHELL.RSC NEWARCSH.TXT] [BIRD DEMO \ BIRD2.ANI BIRD2.NEO MULTIANI.PRG] [BOUNCE BALL \ BALLIT.PRG BALLS0.DAT BALLS1.DAT PIC000.NEO] [DESKSONG \ CTYROADS.TOS KINGOTR.TOS MICHELLE.TOS BEGUI125.TOS MINI.TOS] ARCHIVE.ASC

DUST DISK #22 - Pascal Tutorial +++ 25 BASIC Programs

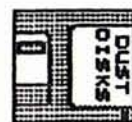
[PASCAL.TUT \ AESVDI.DOC CHAR.DOC COPY.PAS DIRLIST.PAS EX1.PAS FILE.DOC INTRO.DOC PASACC.DOC PAS.ACC.OPASFIX1.PAS PORT.DOC PPTUT_01.DOC PPTUT_02.DOC PPTUT_03.DOC PPTUT_04.DOC PPTUT_05.DOC PPTUT_06.DOC PPTUT_07.DOC PPTUT_08.DOC PPTUT_09.DOC PPTUT_10.DOC PPTUT_11.DOC SCRUMP2.ACC SCRNDUMP.PAS SOUNDDEM.PAS STRVAL.PAS STV924.PAS THEIGHT.PAS TIME.DOC] [BASIC FILES \ BG.BAS BIORYTHM.BAS CRIBBAGE.BAS GRAFI.BAS HYPER.BAS KINGS.ASC KING_V3.BAS KNG_HS.RSC LABELDSK.BAS MASTER.BAS MAZE.BAS MIDIPLAY.BAS MOUSPEEK.BAS OVERLAY.BAS PRIME.BAS QUIKFLIP.BAS RAMSOUND.BAS READJOY.BAS SCRATCH.BAS SKYFIX.BAS SNDWAVE1.BAS STARLITE.BAS STMASTER.BAS SWITCHBX.BAS TESSER.BAS TESSER.DOC XOR.BAS

DUST DISK #23 - ST Art in '.TNY' Format / (17 Pictures)

BIWING.TN4 CACTUS.TNY COUGAR.TNY DALI.TN1 DEMON.TN1 DEPSPACE.TNY EAGLE.TNY GORILLA.TNY HOOVER.TN2 INVASION.TN1 KINGTUT.TN1 PLANETS.TNY PUPPY.TNY RONALD.TNY SUNSET2.TNY WAVE.TN1 WAVE1.TN1 TINYVIEW.PRG

DUST DISK #24- VT-102 TERMINAL EMULATOR ++ MORE UTILITIES

[NEW CLI (COMMAND LINE INTERFACE) \ PCOMMAND.DOC PCOMMAND.PRG WHEREIS.DOC WHEREIS.TOS] [RAM DISK.NEW (2 NEW RAMDISKS - 1 DESK ACC & 1 TO GO IN A AUTO FILE) INTRAM.DOC INTRAM.RSC INTRAM.ACC YARD.DOC YARD360F.PRG] [UNITERM (VT-102 TERMINAL EMULATOR [63K DOCUMENTATION]) KEYEDIT.PRG README2.TXT SAMPLE.TBL UNITERM.MAN UNITERM.RSC UNITERM.PRG] [VOLUME.NEW (NEW DISK VOLUME LABEL CHANGING PROGRAM) \ VOLUME.DOC VOLUME.PRG VOLUME.RSC] 5IN_DR.DOC DISASMBL.TOS FLOPPY.PRG TINYSTUF.DOC



DUST DISK # 25 - CHESS - CHECKERS - HARDDISK B/U - SPELL CHECK

[CHECKERS (NEW GEM INTERFACE / PLAYS A MEAN GAME) CADENZA.ACC CADENZA.PRG CADENZA.DOC][CHESS_B_W (MONOCHROME VERSION / NOTE: TAKE OUT OF FOLDERII) PICTURES (MUST BE IN FOLDER NAMED PICTURES) BISHOP.PIB BISHOP.PIC KING.PIB KING.PIC KNIGHT.PIB KNIGHT.PIC PAWN.PIB PAWN.PIC QUEEN.PIB QUEEN.PIC ROOK.PIB POKK.PIC KRABAT2.DOC KRABAT2.PRG][CHESS.COL (COLOR VERSION / NOTE: TAKE OUT OF FOLDERII) PICTURES.COL (MUST BE IN FOLDER NAMED PICTURES.COL) BAUER.PIB BAUER.PIC DAME.PIB DAME.PIC KOENIG.PIB KOENIG.PIC LAEUFER.PIB LAEUFER.PIC SPRINGER.PIB SPRINGER.PIC TURM.PIB TURM.PIC [OPENINGS (MUST BE IN FOLDER NAMED OPENINGS) SPANISCH.OPN TSCHIGOR.OPN WOLGA.OPN UNGARN.OPN STEINITZ.OPN KRABAT.PRG KRABAT.RSC KRABAT.DOC][DISPLAY.DGA\ (DISPLAY MULTI-REZ DEGAS PICTURES) DEGADISP.DOC DEGADISP.PRG][HARDDISK.B_U (BACKUP YOUR HARDDISK ON FLOPPIES) BACKUP.DOC BACKUP.TTP SBACKU.DOC SBACKU.TTP SPRESTO.TTP][HIREZ_DUMPI (MAKE A HIGH RESOLUTION PRINTOUT OF P13 PICTURES) DENSITY.PRG SPELL.DOC SPELL.PRG WORDS.TXT TNYLODR.ACC

DUST DISK # 26 - ST art in '.TNY' Format (22 pictures)

APLATE.TNY CLIPART.TN1 FERRARI.TNY HOUSE.TNY TINYVIEW.PRG BORING.TNY COWBOY.TN2 FIGHTER.TN1 KKID2.TNY TRITIUM.TNY BUSINESS.TNY CURNY01.TNY FOCALT.TN1 MODEL.TNY TUT9.TN1 CERTIF.TNY DEBBIE.TNY GARDEN.TNY NITEMARE.TNY UNICORNS.TNY ENCOUNTE.TNY HAT.TN2 STONEA.TNY DUST_ARC.ASC (THIS LIST)

DUST DISK # 27 - INFO / X10-CONTROL / STARTREK GAME / DISK LABLER

[ALT_DESK\ (CHANGE YOUR ICONS) ALT_DESK.PRG ALT_DESK.TXT][DISKLABL\ (MAKE DISK LABELS USING SUBSCRIPT FONT) DISKLABL.DOC DISKLABL.PRG DISKLABL.RSC DISKLABL.TXT][EPSONCON.FIG\ (EPSON CONFIGURE PROGRAM + EXTENDED EPSON .HEX FILE) EPS_Fx85.HEX PRT_CON.PRG][INFO\ (ANTIC'S CES-87 REPORT / MUCH MORE) CES_87.DOC INKBD.INF KEYTABLE.INF VT52BBS.TXT SCAN.S SCAN.TOS XMODEM.INF YMODEM.DOC][STARTREK.GAM\ (PLAY THIS GREAT ST VERSION OF A FAVORITE GAME) ATARTREK.TOS][X10_STUF\ (PROGRAM + DOCUMENTATION FOR USING X10 CONTROLLER & ST) X10.DOC X10.TXT X10DEMO.DOC X10DEMO.INF X10DEMO.TOS] DELCOL.TOS ICON.PRG MUSHRO.TOS

DUST DISK # 28 - ST art in '.TNY' Format (22 pictures)

ALTMAP.TNY BAT.TNY BOBEVA.TN1 BROOKE.TN2 CAMARO.TNY CAMERA.TN1 CHEKROOM.TNY CHESS1.TN2 CURNY02.TNY DIAMOND.TN1 HALFDOME.TN1 JAIL.TNY KIRK_1.TNY LITENIN2.TNY MAGICMTN.TNY MODERN3.TNY ORANGE.TNY STERLING.TN2 TABLE.TNY VADER.TNY WEB.TNY YAMATO.TNY TINYVIEW.TNY

DUST DISK # 29 - Games and Music

[MUSIC\ (Folder) BAGA.MUS MING.MUS ENTER.MUS MINUET.MUS PLAY.PRG PLAY.RSC PLAY.INT] DALEKS.DOC DALEKS.PRG DALEKS.RSC ROBOTS.D ROBOT.SCR ROBOTS.TOS SLOTMACH.PRG SPACEWAR..... SPACEWAR.PRG SPACEWAR.RSC SPACEWAR.TXT ST AGG.PRG TZ.PRG TZ.R

DUST DISK # 30 - UTILITIES \ ARTICLES \

[Folder - TEXT FILES\ FLASH.TXT MITERM.TXT MMONITOR.TXT [CLIPBOARD\ (Folder - STANDARD FOR TRANSFERING DATA BETWEEN PROGRAMS) CLIP.C CLIP.PRG CLIP.H CLIPDOC.TXT SHOWCLIP.ACC SHOWCLIP.C] [TINY_PIC\ -(Folder) ERROR.TNY TINYVIEW.PRG] DDP.DOC DDP.PRG DEGPICKR.PRG DEGPICR.TXT SAMPLE1.P11 SAMPLE2.P11 SAMPLE3.P11 SAMPLE4.P11 SEQUENCE.SEQ TRANSP90.PRG TRANSP90.RSC TRANSP90.TXT VEROFF.PRG VERON.PRG PHONELST.DOC PHONELST.DOC INITDISK.ACC INITDISK.DOC INITDISK.RSC HARDAUTO.DOC HARDAUTO.PRG

DUST DISK # 31 - MAINLY GAMES

MISSILE.PRG [FOOTBALL\ (Folder - Game) FOOTBALL.DOC FOOTBALL.PRG][BREAKOUT\ (Folder - Full screen in Low Rez) BREAKOUT.ASC BREAKOUT.DOC BREAKOUT.PRG][DEGASAVE\ (Folder - Save Screen to a Degas Picture with <Alt><Help>) DEGASAVE.ASC DEGASAVE.DOC DEGASAVE.TOS][POKER\ (Folder - Graphics Stud Poker Game) POKER .ASC POKER .DOC POKER .PRG DATA .POK CARDS .POK] CLEWSO14\ (Folder - Text Game) CLEWSO14.ASC CLEWSO14.PRG][MEM_TEST._1\ (Folder - Comprehensive Memory Test) MEMTEST1.ASC MEMTEST1.TOS][MEGABLIT\ (Folder - MONO ONLY Drawing Program) MEGABLIT.PRG MEGABLIT.TXT MBLITRSC.RSC] [WARZONE\ (Folder - Game) WARZONE .PRG WARZONE .TXT] [TINYPICS\ (Folder) TINYVIEW.PRG HONDAINT.TNY GUMBY .TNY GRID2.TNY GRID1.TNY GRID.TNY 100BILL.TNY

DUST DISK # 32 - FONTS

FONT.ACC FONT.TOS [GDOS_FNT\ (Folder - Must be Used with Atari's GDOS Driver) THAM24 .FNT THAMES .FNT SWISS36 .FNT SWISS18 .FNT SWISS14 .FNT SWISS10 .FNT SERISS16 .FNT SERISD16 .FNT SERIHS08 .FNT SERIHD08 .FNT SERIDS32 .FNT SERIDD32 .FNT ROMASS16 .FNT ROMASD16 .FNT ROMAHS08 .FNT ROMAHD08 .FNT ROMADS32 .FNT ROMADD32 .FNT OLDESS16 .FNT OLDESD16 .FNT OLDEHS08 .FNT OLDEHD08 .FNT OLDEDS32 .FNT OLDEDD32 .FNT MIX8 .FNT MIX24 .FNT MIX18 .FNT MIX16 .FNT HI_RSS16 .FNT HI_RSD16 .FNT HI_REZ_1 .FNT HI_RDS32 .FNT HI_RDD32 .FNT HITECH26 .FNT HITECH13 .FNT DAISSS16 .FNT DAISSD16 .FNT DAISHS08 .FNT DAISHD08 .FNT DAISDS32 .FNT DAISDD32 .FNT COURIE20 .FNT COURIE10 .FNT COMPSS16 .FNT COMPSD16 .FNT COMPHS08 .FNT COMPHD08 .FNT COMPDS32 .FNT COMPDD32 .FNT COMP24 .FNT COMP18 .FNT COMP16 .FNT CHICAG22 .FNT CHICAG11 .FNT CHANT36 .FNT CHANT24 .FNT CHANT16 .FNT CALIGR36 .FNT CALIGR18 .FNT] [DEGA_FNT\ (Folder - Regular DEGAS Style Fonts) STENCIL .FNT STARTREK.FNT SLANT.FNT SHADOW.FNT SERIF_1 .FNT RUNES.FNT ROT90.FNT ROT270.FNT ROT180.FNT OLDSTYLE.FNT MIRROR.FNT ITALICS.FNT HUBBA.FNT HOMETERM.FNT CURSIV.FNT COURIER.FNT CALIG.FNT BLOCKS.FNT BALLOON .FNT AVANT1.FNT ATARI.FNT ARCHAIC.FNT ADVENTUR.FNT



DUST DISK 3 - *** LOTSOFGOODIES *******

[DEMO\ (Folder - Graphics Demo Programs) FRACTAL.DOC FRACTAL.PR
MOLLY.PR
SDC.PR
G][DIALER\ (Folder - Desk ACC Dialer program [Use
with UNITERM....etc.]) MOBZDIAL.ACC MOBZDIAL.DIR MOBZDIAL.DOC
MOBZDIAL.RSC][ELECTRON.BL1\ (Fplder - Design Blocks for use with
DEGAS ELITE) ACSOURCE.BL1 CAPHORIZ.BL1 CAPVERT.BL1
GROUND.BL1 NJFET.BL1 NJFETREV.BL1 NPN.BL1 NPNREV.BL1
OPAMPPLD.BL1 OPAMPPLU.BL1 PJFET.BL1 PJFETREV.BL1 PNP.BL1
PNPREV.BL1 RESHORIZ.BL1 RESVERT.BL1 ZDIODEL.BL1 ZDIODER.BL1]
[GAMES\ (Folder) \DATA\ MONOLIFE.PR
MONOLIFE.S SHANGDEM.PR
G][UTILITY (Folder) BLAST.PR
MOBZUTIL.ACC MOBZUTIL.RSC
UNDELETE.DOC UNDELETE.PR
G SOFTJUNK.PR
G]

DUST DISK #34 - ST art in .TNY Format (22 Pictures)

TRAIN4.TNY TINYVIEW.PR
G STORM.TNY STLOG46.TNY SPHERE.TNY
RICK2.TN1 RICK1.TN1 PIANO.TNY PHIDO.TNY NICKLAUS.TNY MINMEI.TN1
MEGA_ST.TNY MARTIAN.TNY MARILYN.TNY KNIGHT.TNY KIM.TN2
JACK.TNY INDY.TN1 HOUSPLAN.TNY DESKTOP.INF BUGS.TNY
BOSTONII.TNY BALSPRIL.TNY ATARI_PC.TNY

DUST DISK #35 - 'C' Compiler +++

C_CHECK (FOLDER) CCHECK.MAN CCHECK.C CCHECK.TTP
C_CHECK.TXT][C_COMPILER (FOLDER) BIN (FOLDER) AS.TTP
CAT.TTPCC.TTP GREP.TTP HD.TTP MKP.BAT MAK.BAT OBJ.BAT SS.TTP
UE.TTP LIB (FOLDER) GEM.A GEM.C GEM.H LIB.A LIB.C PRG.S
TTP.S STUDIO.H SRC (FOLDER) CAT.C HD.C SS.C GREP.C
BOOT.BAT] COMMAND.TOS DESKTOP.INF README RMD208.ACC
[LESS (FOLDER) LESS.DOC LESS.TTP]

DUST DISK #36 - Monopoly / Vis-Calc Clone / 3 1/4" Disk Labeler

[CHOP (FOLDER) CHOP.PR
G][LABELER (FOLDER) LABEL.TOS
LABELER.DOC INSTALL.TOS PRINTER.CNF][MONOLOPY (FOLDER)
MONOPOLY.DOC MONOPOLY.PR
G MONOPOLY.RGB MONOPOLY.PUT
README.TXT CENTER.PUT CHANCH.PUT CHEST.PUT CONT.PUT
DICE1.PUT DICE2.PUT DICE3.PUT DICE4.PUT DICE5.PUT DICE6.PUT
HOTEL.PUT HOUSE.PUT LITE1.PUT LITE2.PUT LITE3.PUT LITE4.PUT
LITE5.PUT LITE6.PUT LITE7.PUT LITE8.PUT PLAYER1.PUT PLAYER2.PUT
PLAYER3.PUT PLAYER4.PUT TRAIN1.PUT TRAIN2.PUT TRAIN3.PUT
TRAIN4.PUT YESNO.PUT]
[VIS_CALC (FOLDER) README TAXES VC.MAN VC.TTP]

DUST DISK #37 - Wheel of Fortune / MANY Utilities

[CONVERT\ (Folder) - (Convert Ascii files for Publishing Partner) CONV.TTP
CONVERT.DOC][MAILMERG\ (Folder) MAILMERG.TOS MAILMERG.DOC]
[START_UP\ (Folder) STARTUP.DOC STARTUP.INF STARTUP.PR
G]
[TIME_SET\ (Folder) MYTIME6.BAS MYTIME6.LST MYTIME6.PR
G MYTIME6.TXT][SEARCH.REP\ (Folder) SRCHREP3.TOS SRCHREP3.TXT]
[USER_GRO.UPS\ (Folder) USERS.DOC][SYSTEM.MAP\ (Folder)
SYSMAP.PR
G SYSMAP.TXT MAP.DAT DISK.RSC][YOUR_ASS.ETS\ (Folder)
YRASS.DOC YRASS.PR
G PRL.PR
G JOHNDOE.87 JOHNDOE.FEB
JOHNDOE.JAN][WHEELFOR.TUN\ (Folder - All this is missing is Vanna
Whitel) WHEEL.PR
G WHEEL.DOC MISC_02.PUZ MISC_01.PUZ
BIGMONEY.DAT]

DUST DISK #38 - 'R' Rated .TNY' view Pictures ** ADULTS ONLY **

TINYVIEW.PR
G SLAVE.TN2 POPCREW.TN2 POPCHC.TN2 POPCHB.TN2
POPCHA4.TN2 POPCHA.TN2 NYMPHO.TN1 NUDESKET.TN2 NIMPHO2.TN1
MISSMAY.TN1 MARINA.TN1 MACNUDE.TN2 ISABEL.TN2 INGRID3.TN2
INGRID22.TN2 INGRID1.TN2 HOOTERS.TN1 GIRLIE2.TN2 GIRLIE1.TN2
FOLLIES.TN2 DREAMS.TN1 ANUDE.TN1 ANGE1.TNY AGEIN2.TN2

DUST DISK #39 - UTILITY FILES

[SCRUNCH\ - (FOLDER - COMPACT A WHOLE DISK FOR BBS ARCHIVE)]
[TURTLE\ - (FOLDER - UPDATED HARD DISK BACK-UP UTILITY)]
[INFO\ - (FOLDER - INFORMATION TEXT FILES)]
[DESK_ACC\ - (FOLDER - Read Only Control Panel & Private Eye)]
[RUN\ - (FOLDER - CHANGE ACTIVE DIRECTORY AT WILL)]
[TWISTER 1.1\ - (FOLDER - UPDATED DISK FOMATTER UTILITY)]
[GDOSEDIT.FNT\ - (FOLDER - MAKE YOUR OWN GDOS FONTS)]

DUST DISK #40 - ST Art in .TNY' Format (31 pictures)

1MEGCHIP.TNY AMIGA3.TNY CLIP-1.TNY CLIP-2.TNY DREDD.TNY
COMPUTER.TNY FLYER.TNY FUTURERO.TNY HEMAN1.TNY HEMAN2.TNY
HEMAN3.TNY HEMAN4.TNY HEMAN5.TNY HEMAN6.TNY HOWDY.TNY
MTHOOD.TNY MUSICA.TNY NOFIRE1.TNY OPUSLUST.TNY OPUSFLY.TNY
POSITIOA.TNY POSITIOB.TNY POSITIOC.TNY POSITIOD.TNY
POSITIOE.TNY POSITIOF.TNY RAYTRACE.TNY SKATE.TNY
STARFILT.TNY WARRIORS.TNY WIZARD.TNY TINYVIEW.PR
G]

DUST DISK #41 - David Addison Games + Banner Print program

[BANNER\ (FOLDER - PRINT LARGE/LONG BANNERS)]
[CRIBFILE\ (FOLDER - FOR CRIBBAGE GAME \ MUST BE IN THIS FOLDER)
[SOLITAIR\ (FOLDER - TWO DIFFERENT GAMES)]
[STONEAGE\ (FOLDER - DIG-DUG TYPE GAME \ REQUIRES A JOYSTICK)
[TVISION\ (FOLDER - VERY NICE MAZE GAME)] CRIBBAGE.BAS
GFABASRO.PR
G \ NOTE: ' .BAS' PROGRAMS ON THIS DISK LOAD
FROM GFABASRO.PR
G '.

DUST DISK #42 - UPDATED MONOLOPY + MILESTONE + NEW

PICSWITCH [MILESTONE\ (FOLDER - POPULAR FRENCH TRAVELING
CARD GAME)] [MONOFILE\ (FOLDER - DATA FOR MONOLOPY - KEEP IN
THIS FOLDER)] [PICSWITCH 7\ (FOLDER - ADDITIONAL FEATURES -
UPDATES PICSW6) MONOLOPY.BAS GFABASRO.PR
G \ NOTE: ' .BAS'
PROGRAMS ON THIS DISK LOAD FROM 'GFABASRO.PR
G '.

DUST DISK #43 - Arcade Game / Info Files / Kids Games / Utility

[AZARIAN.GAM\ (FOLDER - ARCADE STYLE SPACE
SHOOT-EM-UP.....GREAT!!) AZARIAN2.TXT AZARIAN.PR
G AZARIAN.SCR
AZARIAN.DAT][FORMAT.IBM\ (FOLDER - MAKE 3 1/2" DISKS READABLE
ON PORTABLE IBM)\ DISKMOD.PAS DISKMOD.TOS BLOCK0.DAT
[TEXTFILES\ (FOLDER - GENERAL INFORMATION FILES) \ PCLIST.TXT
OS.DOC MEGA.TXT GRAPEVIN.TXT][TECHDRAW\ (FOLDER -
TECHINICAL DRAWINGS CONCERNING THE ST) KEYPAD.TNY
KEYBOARD.TNY BLITBOARD.TNY TINYVIEW.PR
G][KID_STUF\ (FOLDER -
2 KIDS PROGRAMS) TRAK3.DAT WORDPIC.PR
G TRAK2.DAT TRAK1.DAT
STALL.P1 READ_ME.DOC OLDFARM.PR
G FARM.P1]

DUST DISK # 44 - NEW WHEEL-OF-FORTUNE + EDITOR + MUCH MORE [WHEELFOR.NEW\ (FOLDER - NEW WOF + PUZZLE EDITOR + PUZZLES) WOF_EDIT.PRG WHEEL_9.PRG WHEEL.DOC TITLES.PUZ MISC03.PUZ MISC02.PUZ MISC01.PUZ DUST.PUZ] [BOOT_UP.REZ (FOLDER) SET RESOLUTION AT BOOT_UP [PUT IN AUTO FOLDER]] REZ_INFO.DOC REZ_INFO.PRG DESKTOP.INF DESKTOP.0 DESKTOP.1] [ASTROMY\ (FOLDER - SHOW SOLAR SYSTEM BODIES POSITIONS) ASTRONMY.DOC ASTRONMY.PRG] [Z PLOT\ (FOLDER - PLOT DESIGNS BY USING MATHEMATICAL FORMULAS) ZPLOTTR2.PRG ZPLOTTER.DOC ZPLOTPIC.TNY] [STARTUP3.NEW\ (FOLDER - NEW VERSION OF STARTUP UTILITY - NICE!!) TITLE.PI3 STARTUP3.DOC STARTUP3.PRG STARTUP.INF STARTUP.TOS] [TINYPICS\ (FOLDER) U2REDSKY.TNY SNOOPY5.TNY SFEARS.TNY IRIS.TNY TINYVIEW.PRG SEASCAPE.TNY GARFIELD.TNY DAISEY.TNY BELL222B.TNY

DUST DISK # 45 - MAINLY MORE GREAT GAMES!

[STONEAGE.DLX\ (FOLDER) STONEDLX.PRG STONEDLX.BAS STONEDLX.TXT WALLS.SCR STONE1.SCR STONE2.SCR STONE3.SCR SPACE.SCR CASTLE.SCR] [NEWSFILES\ (FOLDER) STRTC603.DOC LOCALBBS.TXT] [TWIXT.GAM\ (FOLDER) TWIXT.PRG TWIXT1.DOC TWIXT2.DOC] [PUZZLE.WOF\ (FOLDER) BEATLES.PUZ] [INVADER.ST\ (FOLDER) STARGAME.PRG P.SCR UD.ACC DESKTOP.INF

DUST DISK # 46 - HIGH RESOLUTION CLIP ART LIBRARY

PICSW7.PRG PICSW7.DOC TINYSTUF.PRG TINYVIEW2.PRG CLIP_1.TNY CLIP_2.TNY CLIP_3.TNY CUTOUT.TNY INSECTA.TNY SYMBOL2.TNY CLIPART1.TNY CLIPART2.TNY CLIPART3.TNY CLIPART4.TNY CLIPART5.TNY CLIPART6.TNY CLIPART7.TNY CLIPART8.TNY ICMIL_L1.TNY ICMIL_L2.TNY ICMIL_L3.TNY ROBOCLP1.TNY ROBOCLP2.TNY ROBOCLP3.TNY ROBOCLP4.TNY DUSTLOGO.TNY

DUST DISK # 47 - FAST BASIC RUN TIME PROGRAM + 21 DEMOS

RUNNER.PRG GUIDE.DOC README README2 [DEMOS\ (FOLDER) ANIMO.PMP BALLS.BSC BEZIER.BSC MAKEPML.BSC BARWORKS.BSC BLITDEMO.BSC DRAGDEMO.BSC FILDEMO.BSC METFRACT.BSC GEMDEMO.BSC HILLS.DAT ICONED.BSC LANDSCRL.BSC MONATW.NEO NEOPROCS.BSC OUTLINE.BSC PLANTBEE.ANM ROLLER.BSC SCRNANIM.BSC SHADE.BSC SHOWPML.BSC SIEVE.BSC SPEAKER.BSC SPINNY.BSC WISHWASH.BSC

DUST DISK # 48 - GRAFTOOL / DISK UTILITIES / HI-REZ CLIPART

[GRAFTOOL\ (FOLDER) FOURIER.GFT POLY_3.GFT RINGER.GFT SIN.GFT SQRT.GFT TRIG.GFT GRAFTOOL.DOC GRAFTOOL.PRG] [DSK_UTIL.ITY\ (FOLDER) AUTOVER.PRG DSKUTIL.DOC MOVEDIR.PRG VOLLABEL.TTP VRONLY12.TOS] [CLIPART\ (FOLDER) CAR_CLIP.TNY CLIP_4.TNY CLIP_5.TNY DISNEY1.TNY DISNEY2.TNY FANTASY.TNY FNTCLIP1.TNY FNTCLIP2.TNY FNTCLIP3.TNY GIRLS.TNY PANEL.TNY PETCLIP1.TNY TINYVIEW2.PRG



DUST DISK # 49 - DEGAS FILL PATTERNS / MANDELBROT PRG. + MORE

[DEGASFIL\ (FOLDER) ASTERIK.FIL BOXES.FIL CASCADE.FIL CK_MARK.FIL CLUB.FIL COPYRITE.FIL CRACKER.FIL DIAGONAL.FIL DIAMOND.FIL DN_ARROW.FIL DOLLARS.FIL FLOWER.FIL GRID.FIL HEART.FIL HERRBONE.FIL HEX.FIL INFINITY.FIL LATTICE.FIL LT_ARROW.FIL M.FIL MEN.FIL OHMS.FIL OVAL.FIL PI.FIL RANDOM.FIL RT_ARROW.FIL SAMPLER.FIL SCALE.FIL SMILE.FIL SMILES.FIL SM_ATARI.FIL SNOW.FIL SPADE.FIL SPIDER.FIL SQUARE.FIL SQUIGGLE.FIL TITLE.FIL TV.FIL UP_ARROW.FIL VERTL.FIL WICKER.FIL ZIGZAG.FIL] [JEOPARDY\ (FOLDER - MONOCHROME ONLY) GAME1A.JPD GAME1B.JPD GAME1F.JPD GAME2A.JPD GAME2B.JPD GAME2F.JPD GAME3A.JPD GAME3B.JPD GAME3F.JPD GAME4A.JPD GAME4B.JPD GAME4F.JPD QUEST1A.TXT QUEST1B.TXT QUEST2A.TXT QUEST2B.TXT QUES3A.TXT QUES3B.TXT QUES4A.TXT QUEST4B.TXT JEOPARDY.DOC JEOPARDY.PRG 1ST_RUN.PRG 1ST_RUNC.RSC 1ST_RUNM.RSC AUTOSET.PRG DUSTDISK._49 GROWUP.TNY JEOPARDY.PAS MANDEL.PRG MANDEL.TXT MANDRAW.PRG POWER.BAS POWER.PRG ROCP.ACC SETPRINT.PRG SETPRINT.RSC SETPRINT.TXT TNYVIEW2.PRG

DUST DISK # 50 - PICTURE CONV. PRGMS. / 2 GAMES / 8 .TNY PICTURES

[LOOKER\ (FOLDER) LOOKER.DOC LOOKER.DTH LOOKER.PRG] [VIDVIEW\ (FOLDER) NEWWRDL.PI1 VIDVIEW.PRG] [CONVERT.MAC\ (FOLDER) ILLUSION.PIT UNPIT.TTP] [BITMAP\ (FOLDER) BITMAP.DOC BITMAP.PRG DRUPIC GREY.CLR JANE.CHR JANE.PIC NUDE1984.PIC] [TNY-PICS\ (FOLDER) 2.TNY 4.TNY ATARLOGO.TNY BLUEYES.TNY FINEI.TNY ZONKER.TNY TINYSTUF.PRG TNYVIEW2.PRG] [YAHTZEE2\ (FOLDER) YAHZEE2.PRG YAHTZEE2.TXT

DUST DISK # 51 - ALL DIGITIZED SOUND FROM THE STARTREK SERIES

CHEKOV1.TLK CHEKOV2.TLK CHEKOV3.TLK HAND1.TLK KIRK1.TLK KIRK2.TLK KIRK3.TLK KIRK4.TLK KIRK5.TLK PHASER1.TLK PHOTON1.TLK PHOTON2.TLK SCOTT1.TLK SCOTT2.TLK SFX1.TLK SFX2.TLK SFX3.TLK SFX4.TLK SFX5.TLK SFX6.TLK SPOCK1.TLK SPOCK2.TLK SPOCK3.TLK SPOCK4.TLK SULU1.TLK SULU2.TLK SULU3.TLK SULU4.TLK TRANS1.TLK TRANS2.TLK TREKTALK.PRG UHURA1.TLK UHURA2.TLK UHURA3.TLK UHURA4.TLK UHURA5.TLK [MUSIC\ (FOLDER) DIGIT.PRG RUSH.DAT DUST ARCHIVE FILE GIVING UPDATED LIST (THIS LIST) FOR DISKS 1 TO 51 -----

DUST DISK # 52 - MONOCLIPART / UTILITIES / DEMO

[ARCSHELL.NEW\ (FOLDER) ARC.TTP ARCSHELL.RSC ARCSHL14.PRG] [MANYBOINK\ (FOLDER) MANYBOIN.PRG MANYBOIN.TXT] [RTNLBL\ (FOLDER) README RETRNLBL.BAS RETRNLBL.PRG] [SET_INFO\ (FOLDER) SET_INFO.DOC SET_INFO.PAS SET_INFO.PRG] [CLIP_ART.MNO\ (FOLDER) PICSW7.DOC PICSW7.PRG TNYVIEW2.PRG SPORTS1.TNY SPORTS2.TNY SPORTS3.TNY SPORTS4.TNY SR_71.TNY USA_MAP.TNY WLDMAP1.TNY DRAGON.TNY ATARI.TNY DISK35.TNY 4_JULY1.TNY 4_JULY2.TNY BUGS_1.TNY ICGEN_S4.TNY ARCHAEO.P.TNY] 1987ROMS.TXT MELT.ACC

DUST DISK # 53 - INVENTORYPRO

A COMPLETE INVENTORY CONTROL PACKAGE WRITTEN IN dbMAN - THE PACKAGE INCLUDES THE dbMAN RUN-TIME MODULE SO YOU DO NOT NEED dbMAN TO USE THIS DISK - GOOD FOR HOME USE OR SMALL BUSINESS APPLICATIONS!

DUST DISK # 54-GEM Version of STWriter ++++ MORE

[STW_VER2.GEM\ (FOLDER) CONFIG.TOS CONFIG.TXT HELP.TXT QUICKREF.TXT README.DOC STWCODES.TXT STWMAN.TXT STWRITER.PRg STWV2ENG.RSC TEMPLATE.STW XYZZX.TXT] [TORPEDO\FOLDER) C_HIT.DAT FINI.DAT GFABASRO.PRg GRID.DAT HIT.DAT TORP.BAS TORP.DOC] [BIORYTHM\FOLDER) BIORYTHMPRG] [WORD_SEARCH\FOLDER) LANGUAGE.DAT STSEARCH.PRg] [PC_DITTO.INF\ (FOLDER) 80TRK32.TXT DITTOTAK.DOC]

DUST DISK # 55 - 512 COLOR PICTURES + SLIDE SHOW PROGRAM

SPECSHOW.PRg SPEC-01.SPC SPEC-02.SPC SPEC-03.SPC SPEC-04.SPC SPEC-05.SPC SPEC-06.SPC SPEC-07.SPC SPEC-08.SPC SPEC-09.SPC SPEC-10.SPC

DUST DISK # 56 - SUPERBOOT / ADDRESS BOOK / STONEAGE DELUXE

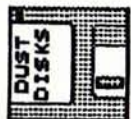
UPDATE ACC.TXT BULITIN.TXT CONTROL.ACC DESKTOP.INF EMULATOR.ACC LOW.TOX MED.TOP SUPERBT.DOC SUPERBT.PRg SUPERBT2.TXT SUPERCFG.PRg SUPERCFG.RSC [AUTO\FOLDER) SUPERBT2.PRg WELCOME.TNY] [AD_BOOK\FOLDER) ADDRSSBKPRg README.TXT] [STON-DLX.UPD\FOLDER) CASTLE.SCR CONQUEST.SCR FATCITY.SCR GOODLUCK.SCR INDIANA.SCR KIM.SCR LESSONS.SCR NERD1.SCR NERD2.SCR SPACE-ST.SCR STONDLX1.BAS STONDLX1.PRg STONE1.SCR STONE2.SCR STONE3.SCR STONEDLX.BAS STONEDLX.PRg WALLS.SCR]

DUST DISK # 57 - ATARI 8-BIT EMULATOR ++++ MUCH MORE

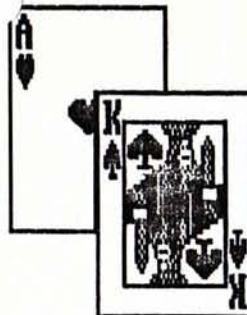
[EMULATE8.BIT \ (FOLDER) 8BIT-EMU.TXT ATARZEE1.BAS CALENDAR.BAS MAZEWAR.OBJ -ATARI.FNT -ATARI.FP -ATARI.OSB -BASICB.CTA FASTCHP.FPX -NEWELL.OSX -XFORMER.TOS] [MAKE-A-WILL \ (FOLDER) WILLKIT.DOC WILLKIT.TXT] [WHEELPUZ \ (FOLDER) FILMTVLT.PUZ FILMTVSG.PUZ] [SEARCH \ (FOLDER) SEARCH.C SEARCH.DOC SEARCH.PRg] [DIRECT.PRg GO-BOARD.PRg SPECSHOW.PRg SPEC-19.SPC STPURSUT.DOC WORDTEST.DOC]

=====

TOTAL of 452 TINYVIEW PICTURES to Date.



END OF LIST



DUST

Dedicated Users of ST's is a **NON PROFIT** organization. Our purpose is to provide a support group so that members may share information, ideas, and help for and on the Atari ST series computers. We charge **NO**

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TOTAL AMOUNT ENCLOSED: \$ _____

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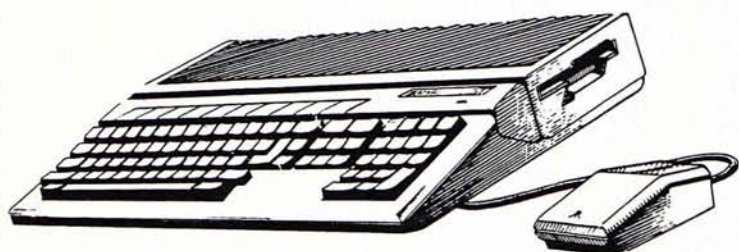
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